

ADL State of the Union

Where We Are and Where We Are Going

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ADL Initiative

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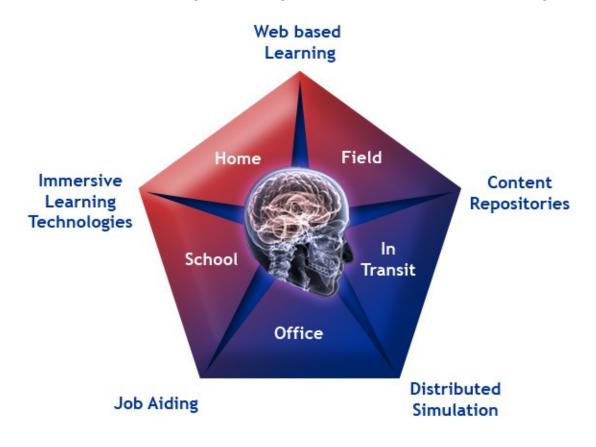
Overview

- Vision
- New Direction
- Structure
- Co-Labs and Partnership Labs
- Partnerships
- Technical Direction
- Research and Evaluation
- Other Activities
- Job Performance Technology Center
- Resources



ADL Vision

Provide access to the highest quality education and training, tailored to individual needs, delivered cost effectively, anywhere and anytime.





ADL Activities





New Direction

Priorities

- New Strategic Plan (Sep 09)
- R&D (BAA)
- Technical
 - Harmonize with global community
 - Extend and Innovate
- Evaluation
 - DoD ROI (efficiency and effectiveness) data gathering and reporting
- New Partnerships
- Restructuring
 - New PM structure
 - Realignment of Co-Labs & Partnership Labs



New Direction – R&D

Broad Agency Announcement (BAA) W91CRB-08-R-0073 Amendment 2, Topic 7

- Partner with RDECOM-STTC to sponsor research and development
- Leverage projects and initiatives for dual use in both organizations



New Direction – Standards & Specs

- Retain stewardship of SCORM
- Re-engage with standards and specifications bodies including
 - AICC

LETSI

IEEE

Others

- IMS
- Support organizations that profile ADL work
 - Schools Interoperability Framework Association (SIFA)
 - Medbiquitous



New Direction – Harmonization

- Independent development of point-solutions has caused fragmentation of e-learning technologies
- Contributing Factors
 - Community specific needs
 - Legacy content and systems
 - Advances in technologies (Web 2.0, mobile, etc...)
- ADL will
 - Engage stakeholders to initiate a needs analysis and scoping effort
 - Lead a harmonization effort and facilitate broad community engagement

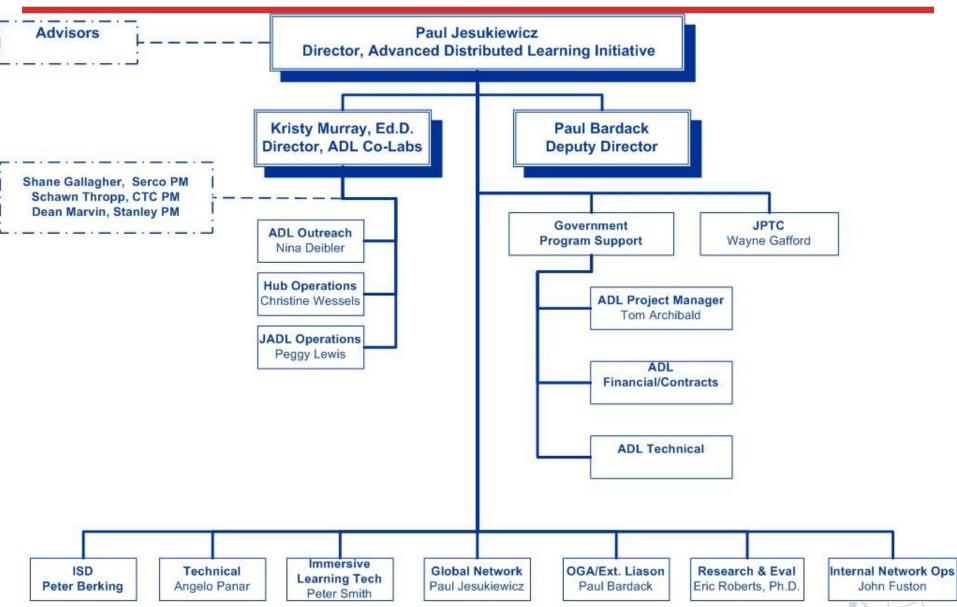


New Direction – Generalized API

- The current SCORM model has constrained interoperable innovation
 - LMS-centric delivery and tracking of SCOs
 - A JavaScript enabled host
 - No flexibility for community specific extensions
- ADL will initiate efforts to generalize SCORM API
 - Standards based
 - Broadly support a diverse set of content, delivery, and tracking technologies
 - Phased approach ultimately leading to a general model



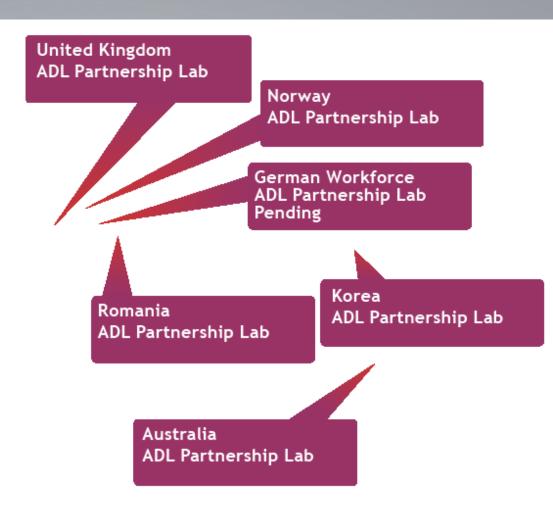
ADL Internal Structure





Current ADL Laboratories





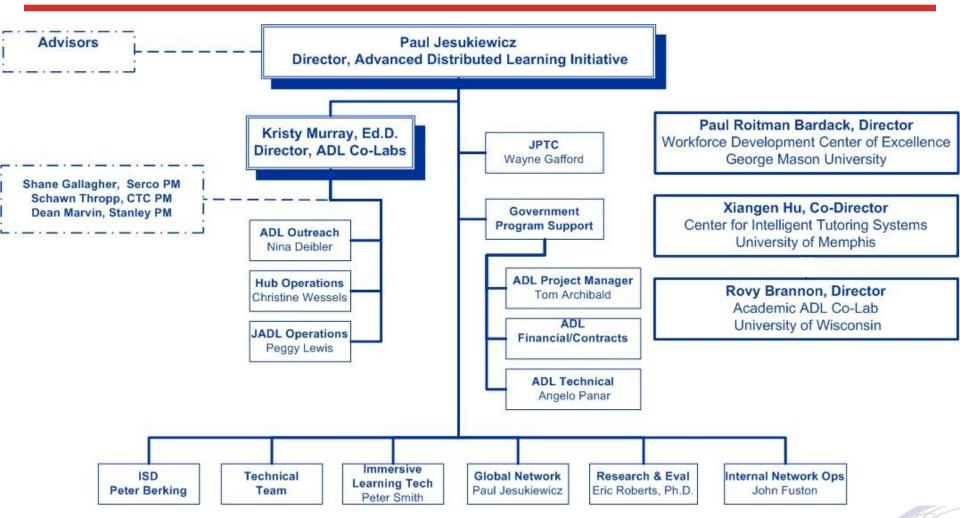


Restructuring

- ADL Hub Co-Lab and Joint ADL Co-Lab are now managed and integrated as one entity
- Migrating Workforce Development from Memphis to GMU
- Changing Workforce Co-Lab In Memphis to Center for Intelligent Tutoring Systems (ITS) Research and Development
- Partnership Labs currently being evaluated
 - Current UK Lab may realign with UK MOD

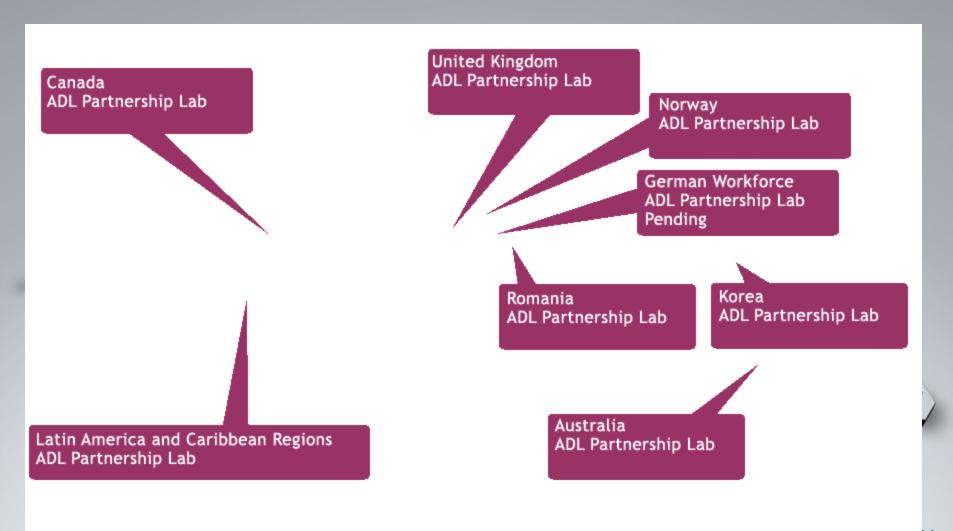


Proposed ADL Internal Structure





Proposed ADL Labs & Centers





Expanding Existing Partnerships

- Defense Acquisition University (DAU)
 - Will be co-locating the DAU Teaching and Learning Lab at Joint ADL Co-Lab
 - Research on game and virtual worlds applications to support training
- Office of Science & Technology Policy (OSTP) –
 Executive Office of the President
 - Ed Tech Working Group
 - DoD designated as leader in learning technology research
 - Interest in CORDRA/ADL-R as framework for entire government
 - Interest in DARPA's Educational Dominance program
 - DoD (ADL and DARPA) advising and participating in ongoing working group meetings



Expanding Existing Partnerships

- U.S. JFCOM
 - Key user of ADL technologies (SCORM, ADL-R, ITS, Gaming)
 - Coded JKO LCMS to provide updates to ADL-R (dependent upon ADL-R deployment to NIPRNET)
 - Development of web-based courseware production capability (ROCCE) integrated with the JKO LMS
 - Currently in use by the COCOMs
 - Supporting M-FAŚR initiative
- Office of Naval Research (ONR)
 - The Multimodal Enabled Advanced Distributed Learning (ME ADL) Project
 - Advanced Distance Learning S&T workshop
 - Leveraging S&T resources



New Partnerships

- George Mason University (GMU)
 - Proposed new Workforce Development Center of Excellence (Sep 09)
 - Will promote the use of ADL technologies across America's workforce
- Naval Postgraduate School (NPS)
 - Collaboration with MOVES Institute
 - Focus on R&D, prototyping, evaluation
 - Immersive technologies, simulation, gaming, virtual worlds
 - Mobile
 - S1000D
 - ROI studies



Technical Direction

SCORM and the ADL Registry



SCORM 2004 4th Edition

- Released Version 1.1 on August 14, 2009
 - Incorporates 2 ½ years of community feedback
 - Increases interoperability
 - Provides new features

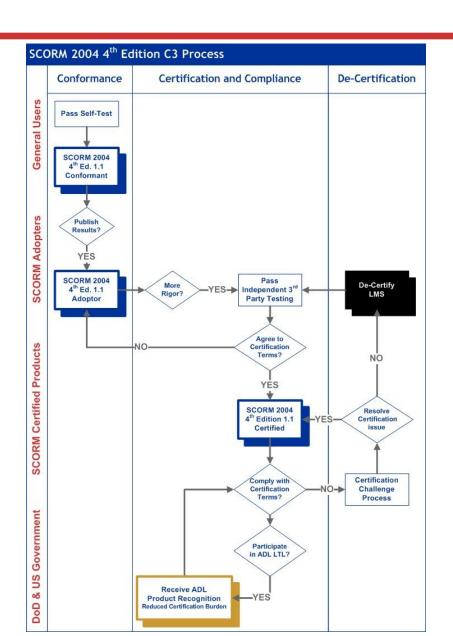


- SCORM Testing Requirements
- Test Suite
- Sample Run-Time Environment (SRTE)
- ADL RELOAD Editor





New Certification Process Workflow







Check-out the break-out session:

SCORM 2004 4TH EDITION



ADL Registry Version 1.7

New Features

- Multiple typed locations
 - Allows contributors to provide one or more ways of experiencing the object
- Search receipts
 - Allows searchers to prove that a search was executed



- Registry transaction file (REG-T) schema changes
 - Minimal changes were made to support the new features



ADL Registry Contract Award

- New Contract Award (Aug 6th)
- Two-phased Effort
 - Technology and Adoption Assessment Current Policy, Architecture, & Usage (ICF lead)
 - 2. Finding a new .mil home, operationally testing candidates such as JFCOM, DISA, DMDC, Services, etc. against ADL-R requirements (BAH Lead)





Check-out the break-out session:

THE NEW ADL REGISTRY



Technical Direction

M-FASR





M-FASR Participants

Purpose

- To develop an infrastructure to allow multiple nations to search, discover, view, and share technical and instructional content
- Current Participants











Federated Search

- Metadata from participating registries federates to the Registry of Registries (RoR)
- The RoR serves as an metadata aggregator, enabling effective single-point search
- In contrast, distributed search would require the query to be submitted to multiple registries
 - Incurring potential network latency and availability
 - Requiring results to be filtered and post-processed
 - Losing relevant results due to semantic differences in metadata





Check-out the break-out session:

ADL PARTNERSHIP LABS





Technical Direction

Immersive Learning Technologies



ILT Focus Areas

- Game-based Training (Serious Games)
- Virtual Worlds
- Mobile Devices
- Web 2.0





Potential of Immersive Training

Current beliefs

- Better than conventional CBT
- Faster than classroom
- Cheaper than simulation

Issues

- Currently not enough research
- No standards/metrics for doing research
- No agreed upon definitions



Current ILT Initiatives

- Virtual World Standards Working Group Meetings
 - A working group comprised of experts in virtual worlds explore coming standards and the potential role of ADL
- Immersive Learning Pod-**Cast Series**
 - A coming series of pod casts where members of the ILT Team sit down with leaders in the ILT space







Current ILT Virtual World Initiatives

- Virtual World Test Bed
 - The test bed will be comprised of over a dozen functioning virtual worlds allowing us to test and compare affordances
- Team Orlando SecondLife Island
 - Part of Linden Labs MiLands Initiative, the ADL will be developing demonstrations and tests of ADL technologies





Current ILT Game Initiatives

Games Test Bed

- The test bed contains many of the games and supporting technologies used by the DoD today
- Mini-GameDevelopment
 - A group of small games being developed with DAU covering many topics in their current curriculum





Research and Evaluation





R&E Areas of Interest

Programmatic Impact

 ADL's Evaluation Team has been re-named and is being re-oriented toward assessments of how ADL technologies positively affect member organizations.

Time-to-Train = ?

- For example a "time-to-train" study, using Navy statistics, found that ADL technology-based instruction reduced seat time by as much as 47% -- while holding achievement constant.
- We now choose to try to push the analysis to identify what mission tasks the Navy was able to achieve with that saved time.



On-going Projects

- Defense Ammunition Center (DAC)
- Navy ILE
- Battle Command Knowledge System (BCKS)
- Defense Acquisition University (DAU)





Check-out the break-out session:

RESEARCH ON SOCIAL NETWORKS IN LMS





Check-out the break-out session:

IMPLEMENTING A TRAINING INTERVENTION TO INCREASE LEARNING AND REDUCE ATTRITION



Other ADL Activities





NATO Training Group (NTG)

- NATO Training Group Working Group on Individual Training & Educational Developments (NTG-IT&ED)
- Chairman Joe Camacho (JFCOM)
- U.S. Delegate Paul Jesukiewicz (OSD P&R)
- ADL Subgroup LtCdr Geir Isaksen, (ADL SG CM)
 - Shared research, shared content
 - Joint projects (MFASR)
 - Bilateral agreements
 - Partnership for Peace (PfP) consortium shared use of open source LMS (ILIAS) and authoring tools



NATO WG TEPSO Course

- ADL developed course for NATO Working Group -Training and Education for Peace Support Operations (TEPSO)
 - Public Information Operations (PIO) Course
 - ~1 hour seat time
- Used
 - New SCORM Editor in ILIAS to author
 - SCORM 2004 sequencing to deliver different content for three user groups
- Awaiting final SME review and approval



Virtual Cultural Awareness Trainer

- Investigate instructional strategies using Virtual Worlds to augment/enhance the existing VCAT POI
 - Synchronous/Asynchronous learning opportunities
 - Guided Practice / Pre-deployment
- Integrate Assessment middleware into a Virtual World
 - Collect user performance information from multiple individuals simultaneously and determine proficiency for each user based on their role
 - Collect Assessment data from multiple, disparate systems (Nexus and SGST)
- Identify requirements for delivering this capability via JKO





Check-out the break-out session:

RESEARCH ON CURRENT CAPABILITIES, ISSUES, AND TRENDS IN LMSs AND AUTHORING TOOLS



Job Performance Technology Center (JPTC)





JPTC Vision

- Support job performance through standards-based information technology
- Link learning content, in support of job performance, to authoritative sources
- Allow requirements and performance gaps to drive learning objectives
- Ensure learning content is accurate and available for job performance



Problems JPTC is Solving

Absence of

- Life cycle-based content management practices for ADL learning content
- Timely change notifications for ADL learning content
- Links in ADL learning content to authoritative sources



JPTC Solution

THE S1000D BRIDGE PROJECT SCORM

- Identifying learning/training performance objectives at the product design stage
- Integrating SCORM learning content tools into common source databases
- Designing technical learning content for better reuse in technical publications
- Developing "change notification" services to ensure training is notified when products are redesigned



Next Questions for JPTC

- How are learning content development, performance support, and retraining improved by the use of
 - Competency models?
 - Mobile devices?
 - Open source software?
 - Registries?



ADL Resources





Learning Technology Lab

- Vendor-neutral Evaluation Environment
 - Hosted at ADL Co-Lab Hub in Alexandria, VA – Virtually at JADI
 - Expert support to help resolve interoperability concerns



- Unbiased facilitation for dispute resolution
- Will host a variety of LMS, LCMS, and authoring tools
 - Support test and evaluation of content across platforms
 Showcase exemplar content and tools
 - Enable rapid troubleshooting to quickly identify problem areas



Games & Virtual World Lab

- Research environment hosted at the Joint ADL Co-Lab in Orlando, FL
 - Evaluate interoperability of immersive technologies with learning systems
 - Perform research to determine the instructional potential of immersive technology
 - Capture pertinent metrics related to assessment and tracking of student performance in immersive environments



Learning Opportunities

- Webinars: 1-hour sessions each week
 - Current topics
 - SCORM 2004 4th Edition Overview
 - Creating Reusable Content with SCORM 2004
 - Sequencing SCORM 2004 Content (2-part series)
 - Contributing to the ADL Registry Version 1.7
 - Federated Registry Architectures
 - Choosing Authoring Tools
 - Visual Design Principles for Reusable Learning Content
 - Custom sessions may be available
 - For details, visit www.ADLNet.gov



Learning Opportunities

- Online Office Hours
 - Every Thursday from 1:00 - 3:00 PM Eastern
 - Instructional Systems
 Designer (ISD) and technical expert support
 - For details, visit www.ADLNet.gov

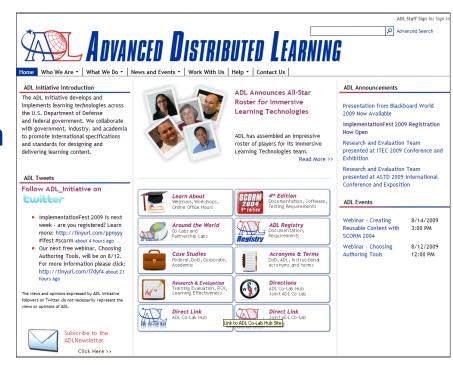




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Questions or Comments?

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